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Serial No. 10/578,871

AUG 17 2009

IN THE CLAIMS

1. (currently amended): A resonance generation device of an electronic musical instrument including a keyboard comprising keys and a digital signal processing unit artificially creating a resonance; the resonance generation device comprising:

a key depression detector detecting whether ~~or not~~ a key is already depressed at a time when a played key different from the depressed key is played, wherein the played key is played when ~~not every other key of the keyboard is~~ not all remaining keys are already depressed;

a specific relation detector detecting a specific relation between the played key and the already depressed key; and

a musical sound generator generating a predetermined musical sound based on the specific relation between the played key and the depressed key.

2. (currently amended): The resonance generation device of the electronic musical instrument according to claim 1,

wherein said musical sound generator generates a monaural resonance, ~~makes the position of the depressed key to be a sound generation source by sound generating~~ the generated monaural resonance being output from left-and-right speakers with a respective volume in accordance with the position of the depressed key ~~position~~ to make ~~[[a]]~~ sound generation position panning.

3. (previously presented): The resonance generation device of the electronic musical instrument according to claim 2,

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wherein said musical sound generator controls the volume of the resonance based on the specific relation between the key played position and the key depressed position.

4. (currently amended): A resonance generation method of an electronic musical instrument including a keyboard comprising keys and a digital signal processing unit artificially creating a resonance; the resonance generation method comprising:

a key depression state detecting process detecting whether or not a key is already depressed at a time when a played key different from the depressed key is played, wherein the played key is played when ~~not every other key of the keyboard is~~ not all remaining keys are already depressed;

a specific relation detecting process detecting a specific relation between the played key and the already depressed key; and

a musical sound generation process generating a predetermined musical sound based on the specific relation between the played key and the depressed key.

5. (currently amended): The resonance generation method of the electronic musical instrument according to claim 4,

wherein said musical sound generation process generates a monaural resonance, ~~makes the position of the depressed key to be a sound generation source by sound generating the~~ generated monaural resonance being output from left-and-right speakers with a respective volume in accordance with the position of the depressed key position to make ~~[[a]]~~ sound generation position panning.

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6. (previously presented): The resonance generation method of the electronic musical instrument according to claim 5,

wherein said musical sound generation process controls the volume of the resonance based on the specific relation between the key played position and the key depressed position.

7.-8. (canceled)

9. (previously presented): A computer program product for executing the resonance generation method according to claim 4.

10. (previously presented): A computer-readable recording medium recording a computer program for executing the resonance generation method according to claim 4.

11. (new): A resonance generation method of an electronic musical instrument including a keyboard comprising keys and a digital signal processing unit artificially creating a resonance; the resonance generation method comprising:

detecting an occurrence of a key-on event, of a played key;

determining whether a depressed key is already depressed at the time the key-on event;

(a) if no key other than the played key is depressed, performing a normal sound generation process;

(b) if any key other than the played key is depressed, performing a strings resonance process further comprising

(i) determining whether the played key and the depressed key are in a specific relation which is set in advance, and

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(ii) generating a predetermined musical sound based on the specific relation between the played key and the depressed key.

12. (new): The resonance generation method of the electronic musical instrument according to claim 11, wherein the depressed key constitutes a first depressed key, and further comprising steps of:

determining whether a second key is already depressed at the time the key-on event;

if the second key is depressed, performing a strings resonance process further comprising

(i) determining whether the played key and the second depressed key are in a specific relation, and

(ii) generating another predetermined musical sound based on the specific relation between the played key and the second depressed key.

13. (new): The resonance generation method of the electronic musical instrument according to claim 12, further comprising steps of:

determining whether a third key is already depressed at the time the key-on event;

if the third key is depressed, performing a strings resonance process further comprising

(i) determining whether the played key and the third depressed key are in a specific relation, and

(ii) generating still another predetermined musical sound based on the specific relation between the played key and the third depressed key.

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14. (new): The resonance generation method of the electronic musical instrument according to claim 13, comprising generating no predetermined musical sound based on the specific relation between the played key and an n th already-depressed key, where n is an integer greater than three.

15. (new): The resonance generation method of the electronic musical instrument according to claim 11, comprising controlling a volume of the resonance as a function of the specific relation between the played key and the depressed key.